THE MEETING DATE HAS BEEN CHANGED TO
DECEMBER 17th at 7:00pm (THURSDAY)

GrACE NEWS

THE NEWSLETTER OF THE GREENVILLE ATARI COMPUTER ENTHUSIASTS

VOLUME: 5 NUMBER: 12 DECEMBER 17, 1987

TIS THE SEASON

The Christmas Season and holiday rush has begun and that means it's time for the annual GrACE Christmas Party. This year's party should prove to be exciting with some magic preformed by the great Rhetthinee Bryson. We'll also have some XL's, XE's and ST's set up around the room showing off different software. Also we are going to raffle off gift certificate's from Concurrent Technologies, and also have a flea market so bring those old computer gagits and try to make some extra Christmas money.

NOTE THE MEETING HAS BEEN MOVED TO <u>THURSDAY DECEMBER 17'th</u> FOR THIS MONTH ONLY.

Where looking forward to each of you and your families coming to the meeting. So bring your favorite goodies (drinks will be furnished) and come the the GrACE 1987 Christmas party.

Also we'll have the disk librarians tell us what they have on there disk of the month. REMEMBER the cost is $2.00 for 8-bit and $3.00 for 16-bit disks (non-members $1.00 additional charge)

So join us Thursday, December 17th at the Grier Memorial ARP Church Fellowship Hall.Meeting begins at 7:00; program starts at 7:30.

Donald Shockley,
Vice President

Gr.A.C.E.

The Greenville Atari Computer Enthusiasts is an independent, non-profit organization and user's group with no affiliation with Atari Corporation, or any other organization. Membership dues (family) is $20.00 per year. Membership includes access to the club's public domain program library, subscription to the Gr.A.C.E. newsletter, and access to the club's electronic bulletin board, Amazin' Grace (803-244-8936).

The GrACE newsletter is published monthly by the Greenville Atari Computer Enthusiasts, 107 Saratoga Dr., Greer, SC 29651. Permission to reprint articles in any non-commercial publication is permitted without authorization, provided credit is given to the Greenville Atari Computer Enthusiasts and the author. Opinions expressed are those of the authors and do not necessarily represent the views of Gr.A.C.E..

The GrACE newsletter will accept any articles by members on any topic found pertinent to the club. Articles will be accepted in any form, although word processing files uploaded to the club's BBS (244-8936) with a message left to Ed Culbertson or Mike Jett, Editors, are preferred.

Editors	ED Culbertson	(877-0546)
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Correspondence Address and Newsletter Exchange
Greenville Atari Computer Enthusiasts
107 Saratoga Dr.
Greer, South Carolina 29651
803-877-0546

RAMblings

I was going to write about the year that Atari had. I was going to use sarcasm - like maybe if Atari had been another six months late we would have had a Mega ST 8. I was going to say cute things like the SX212 modem is not half baud. I was going to predict the future and say that the Laser printer would never see the light of day because it was going to be used as a bargaining chip in the arms pact with the Russians. I was going to reminisce about the good old days when I had to walk eighty four miles to school in the snow and chips went with dip. But then I gave it some thought and decided that I wouldn't say any of those things. Instead I'll just say Have a Merry Christmas and a Happy New Year.

Ken Richardson

MEMBERSHIP RENEWAL

Take a moment and look at your mailing label on this issue of the 'GrACE NEWS'. Check the right-hand side of the label for the word 'DUES'. Just after this word are the month/year when your membership expires. Try to renew at least one month early. This helps us with the accounting and record keeping and also avoids your missing any issues of the newsletter.

There are two easy ways to renew:

1. At the monthly meeting talk to Doug Slagh the club treasurer and present him with $20 (in cash or check).

2. Send your name and renewal ($20) to:

Doug Slagh
104 Burgoyne Court
Greer, SC 29651

Ponderings From The Prez....

As this year comes to a close, we look foward to our annual Christmas party. And, in a manner befitting the president of a lame duck regime, I feel a "State of the Union" address is in order.

Overall, our track record was very good: we survived the BIG ONE on Wall Street (except maybe for Tom), we sorrowed at the slow and eminemt death of Amazin' GrACE (as she had served us long and well), and witnessed in exhilaration the birth of a new son, GrACE Express. Both baby and Pappa George are doing well. We have continued to awe at the seemingly exponential developments in the computer industry. Just a few months ago, a souped up XE was the envy of the club in terms of POWER...now the Megas are on the horizon boasting almost infinite potential. The relatively new emulators have allowed the ST's to now violate the sanctity of Apple and IBM worlds. My more informed sources tell me that there are even TI and Sinclair emulators on the drawing boards, to make the coup complete!

So, to conclude my formal presentation, we have done pretty good! Next year our club will be led by a slate of very capable officers. Don Shockley is sure to provide exemplary ledership at the helm as El Presendente! A collective group of 'volunteer' VPs will undoubtly fill next year with an adgenda of program material that will pique the curosity of the most accomplished computer user. Mary Anne (Tiger Anne) Terminato has consented to continue providing reports of regular meetings as well as minutes from board meetings as Secretary. Never before has the club had such detailed reporting of club activities! Doug Slaugh will continue to guard the club coffers with diligence! Doug has done an admirable job in the past watching over the club's assets.

In addition to those just mentioned, I would like to say to those other members of the board who have served this year, THANKS FOR YOUR HELP! Jimbo Cooper and George Nelson constantly provided new disk library material for club members. A special hats-off to the SONS-bunch: Ed Culbertson, as editor, along with Ken Richardson and Tom Robertson, for the many hours required getting the newsletter out to all club members. Rhett has been essential at more than one meeting serving as Sargent-At-Arms with his most timely "QUIET!!!" Al and Gene offered sagacious input as member-at-large and sys-op respectively. George will, 'of course', continue the tradition of Sys-Op.

A collective "Thank You" to all who helped with GrACE this past year!

John S. Disher - President

REVIEW

10th Frame (for Atari ST)
Pro Bowling Simulator
Access Software Inc.
Retail $39.95

If you're looking for a late Christmas gift for that bowler in the family, or are just a sports fan, then this is an ideal choice to spend some money on.

10th Frame is a very realistic bowling simulator. You can select either league or open bowling. League bowling allows two teams of up to four players each. You provide names for players, skill levels (kids, amateur, or professional), and number of games to play (up to 3). Open bowling allows up to 8 players and 5 games.

For kids, there is no speed or hook control - the ball is rolled where it is aimed. The amateur level provides some speed and hook control, so shot seletion is more critical. The professional level requires the greatest amount of skill, and speed and hook control is very critical. You will become familiar with the gutters until you get used to this level - but it is the more realistic level.

You may also move the 'mark' on the lane, as well as the position of the bowler. The graphics are great and makes positioning of the mark and the bowler very easy. One of the best things about the game is the bowling alley sounds - from the noise of the pins being reset, to the polite applause when a spare is made, and to the loud cheers when a strike is thrown. I strongly recommend turning up the volume control with this game.

I love to try different angles just to see how the pins go flying in different directions, especially when the ball is thrown at great speed! This game is simply fun, fun, fun to play and watch. I don't know how to keep score, but since scoring is automatic, I can just enjoy the game. A typical league game with four players per team will take over 45 minutes to play, since each player uses the only mouse hooked up to the ST.

The game has an automatic demo feature, the ability to print out the score sheet, and can be used from a hard disk. It is unprotected, but comes with a security key, which must be inserted in order to load the game. There are a couple of pages in the back of the manual which explains different bowling strategies and terms.

I purchased my copy at Concurrent Technologies during the half price sale which amounted to $19.98 plus tax. This was a great deal on a great game, which I would highly recommend to any ST owner. So keep those strikes and spares coming and hope for a turkey (three strikes in a row!).

George Nelson

WIDTH

Compare our prices, quality, & support before you buy

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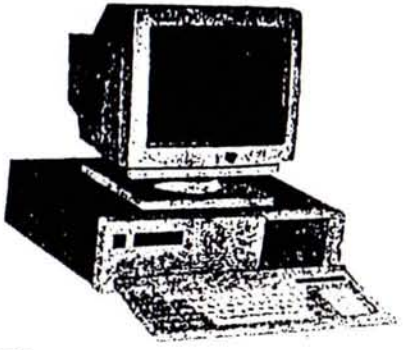

SANYO

IBM compatibles &

MAGITRONIC

IBM Clones

Complete systems starting at $750.00

(includes monitor, 512K com...
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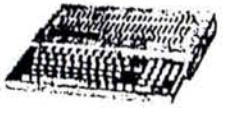
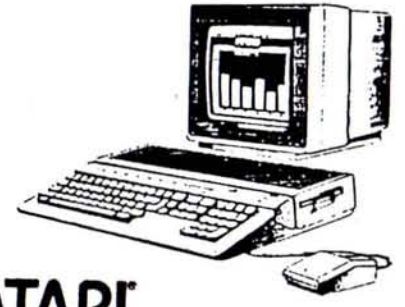


LASER 128 PERSONAL COMPUTER

Apple clones



ATARI

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ATARI, EDUCATION, AND DoDDS

There exists a school system in Europe and other parts of the world operated by the Department of Defense called the Department of Defense Dependents Schools (DoDDS). This isn't a particularly startling revelation, as many people know of this system for educating the children of military and government civilian employees stationed outside the United States. What is startling to discover is the size of this system and the number of families that the system serves.

I have recently returned from Germany where my family lived for 6 years while my wife and I were employed as teachers in the DoDDS system. The experience was a fantastic one for us, but this article isn't a recruiting pitch for government jobs overseas. We discovered in Germany alone the Department of Defense funds and maintains over 145 schools of all types (K through 12 grades and vocational), and that the DoDDS system world-wide ranks as one of the 6 or 7 largest American school systems, surpassed only by such systems as the New York City Schools, Chicago City Schools, Los Angeles City Schools and a couple of others.

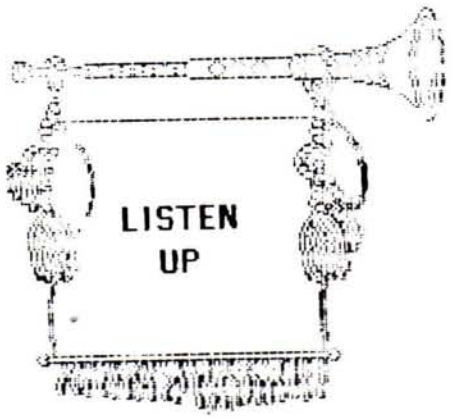
Anyone connected with education and computers soon discovers that the majority of school systems in the U.S. are currently using Apple computer products. However, the DoDDS system in Germany is currently using ATARI 800 computer systems in almost all of the schools. Each system consists of the 48K computer, 2 disk drives (810), an interface, a printer, and an AMDECK color monitor. At least 5 to 10 systems, depending upon size, have been placed in each school. Some schools have tried to purchase 800XL or 130XE computers, but the purchase of all computer equipment is currently being controlled in Washington (at least it was when I left 6 months ago!) and the schools are not free to purchase just any equipment ... it must fit in with the existing ATARI components. A number of schools have purchased the STAR Gemini 10X or SG10 printers, and I'm sure that other printers, such as the Panasonic KX-P1080i will start appearing. By the way, almost all of these systems were purchased in one big "buy" from ATARI prior to Jack T.'s takeover.

The DoDDS-Germany system has also funded positions for educators to teach computer skills. Each school has a teacher designated as the computer coordinator for that school. These individuals vary in ability level from those barely computer literate to teachers with advanced programming skills. Courses are offered in a variety of areas from basic literacy to keyboarding skills to word processing to BASIC and Pascal programming. Two coordinators stationed in Wiesbaden oversee the program and curriculum in the schools and serve as a resource for questions and problems. One of the problems that teachers in this system face is a lack of a quantity of really first class educational software for the ATARI system. A second problem is a lack of current information (magazine articles, et c.) as magazines tend to arrive late in the overseas areas.
In addition to the school and regional level instructional level personnel, a repair and maintenance facility for all audio/visual equipment and some computer repairs is maintained near Darmstadt. The technician stationed there can do some repair work to keep schools operational, but major component replacements such as disk drive motors or complete board

replacements still must be sent to ATARI in California. Of course, with only one technician and 145+ schools, the overload is constant. At on time, the German 3M company was contracted to do some computer repair in an effort to relieve this backlog.

If any Gr.A.C.E. members would like more information concerning the Department of Defense Dependents Schools system or are interested in contacting some of the people currently at work in that system in Germany, please contact me through the Gr.A.C.E. EXPRESS BBS and I'll be glad to assist you. If you would like more information concerning ATARI clubs and user's groups in Germany, prehaps I can help there also.

Tom Posey



PLEASE NOTE

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ST COLOR/BW MONITOR SWITCH

PARTS LIST

One Component box (Radio Shack) with PC board [2x3 inches or larger]
One 13 pin male DIN plug
Two 13 pin female board mount sockets
One SPST minature switch
One row of standoff lugs (15 pins minimum)
Approximately 2 ft of at least 13 conductor cable
Approximately 5 ft of wire-wrapping wire (30 AWG)

TOOLS

Soldering iron with fine tip
Solder (thin rosin core)
Electrical tape
Wire wrapping tool
Small diagonal side cutters
Small needle nose pliers
Hot glue gun & hot glue
A clamp is helpful
A hemostat is helpful
A high intensity lamp is helpful
Drill and bits for drilling holes for switch, sockets and cable in the box

If a St user wants to make full use of the St, he needs to have two monitors, the color and the monochrome. So many applications and programs are so much easier to use while looking at the wonderfully clear B & W display. The main problem is that to switch back and forth between the two monitors, you have to grope around behind the St, find cables and try to get them plugged in without hurting yourself or your ST. How simple it would be

if we had some sort of a switch to do the dirty work for us.

Any research in available computer magazines would reveal several devices that would do the trick. The trouble is that they cost $49 or more. Is this the sort of project that could be done at home and at a lower price? The answer is YES!

Ed Culbertson worked out the bugs on the project when he made such a switch for himself. After wiring and cursing, he plugged the thing in and it WORKED! He and Rhett Bryson got together one weekend afternoon to make a switch for Rhett. After wiring and cursing, we plugged the thing in and it DIDN'T WORK. Some more R & D (mainly rechecking the color connections) and it WORKED!

Tom Robertson soon thereafter bought a mono monitor. He needed a switch-box for his two monitors. The three of us (Tom, Ed and Rhett) decided to work together in building Tom's switch-box. We further decided to record for posterity the process so that others could build their own boxes and leave us alone. Following is a description of the process.

So, here we are in my shop at Furman. We have the tools and parts spread out all across a work table. Rhett brought his ST and 1ST Word so that he could follow the step-by step process. Let's get started.

Carefully remove about an inch of the outside insulation of the multi-cable. Strip about 1/4 of an inch of 13 of the conductors of the multi-cable. Tin the ends of the 13 stripped cable ends. Ed separated the wires into groups of four because they are attached to the male DIN connector in groups of four and are therefore easier to work with in groups like this.

Using the diagram on page 83 of the Owner's Manual for the 1040 ST, we can discover the pin position numbers for the monitor out plug. We soldered a wire to each of the 13 pins of our male DIN plug. It is important to make note of the color wire soldered to each socket position. To be sure that you are marking the pin position numbers correctly, plug the DIN pin into a socket to see the proper orientation. There is a small semi-circular slot at the top of the plug. MAKE A CHART. If you don't make a chart, we don't guarantee the results. You will need this listing later on so do it as you solder each wire.

Be sure to slide the outside cover of the male DIN plug over the cable before you solder the plug to the wire. When soldering the wires to the pins, neatness counts! If you glop solder in and around the pins, you are sure to short something out. This is the most difficult part of the project!

Excuse me a minute, I am going to make up a pot of coffee, this may take a while.

While Ed was soldering the wires, Tom and Rhett decided on the placement of the switch on the side of the box. It is probably best to locate the two female plugs on one long side and the switch on the other long side. Personal taste and a consideration of how you will be positioning the box and cables in your personal computer desk set-up will be your best guide as to switch position. Drill a hole and install the switch. You must take in to account the bulk of the switch and the components attached to the circuit board and allow proper clearance.

A notch must be cut in one long side of the perf board to inset the female sockets so the surface of the socket is flush with the edge of the perf board. Rhett had to have something to do while Tom and Ed were soldering...and drinking coffee.

The two female sockets can now be hot glued to the perf board. First glue them side by side together, then glue them to the board. Be sure that no hot glue sneaks up inside of the sockets, creating an impediment to mating the plug with the socket. Keep in mind that hot glue heats up to 325 degrees. Keep it off of your fingers if you don't want huge welts.

The wires solidly attached to the plug, place a piece of electrical tape around the wires so not to cause a short, assemble the plugs component parts, sliding the outside cover into place.

Wire wrap wires have to be prepared for connecting the pins of the female sockets to the pins of the stand-off strip. Cut 27 pieces of wire about 4 inches long and strip both ends 1/4 inch. Cut two pieces of 6 inch wire, attaching one end of each to the two poles of the switch, which is now installed in the box.

Place the stand-of in the middle of the perf board. Our stand-off had 15 pins, so we were able to bend the two end pins down to help hold the strip in place.

At this point, wires are going to be attached to the pins on the back of the female socket. It is very important to know which pin represents what number of hole in the socket. A wire is attached to each pin (except #4) on the two sockets and to the corresponding # pin on the stand-off. This is an ideal time to use the wire-wrap tool. Careful attention to detail here will save you a world of grief later. We don't attach pin four because it is the monochrome detect line and will be attached to the switch from one of the sockets (the one that we will select to be the monochrome socket). Now that the wires are attached go back and carefully solder each one on the sockets and stand-off.

While this precision soldering was going on Rhett was assigned the job of cutting the rectangular hole in the long side of the box exposing the faces of the female sockets as they face out of the rear of the box. He used a Foredom flexible shaft tool and a thin cutting blade, but repeated scoring with a razor knife and some care will do a serviceable job.

Another job was found to keep Rhett out of trouble while the wire soldering was progressing. About 6 inches of insulation must be stripped from the end of the cable opposite the plug. Strip about 1/4 of an inch of the 13 wires being used in the project and tin them. You need the 6 inches of wire exposed because the wires have to snake up between the perf board and fan out to make connections on the stand-offs.

Drill a hole in one end of the project box through which the cable will be pushed. Remember to make a determination as to how you want to have the box and cables arranged on your computer table. If you have a strain relief grommet, it would be a good idea to use one at the point the cable enters the box.

Pass the cable through the hole in the end of the box. At this time connect on of the wires on the switch to the #4 pin of the socket that you have chosen to be the monochrome

socket. The other wire to the switch is not connected at this time, but is pushed up through one of the holes on the perf board. Spread the 13 wires from the cable out and pass them up the side of the box so that the perf board can fit down in the box.

Doing this project we discovered that playing tapes of Vivaldi and Mozart helped to soothe frayed nerves. We had also gone through ten cups of coffee by this time.

The perf board can be placed down in it's place in the box and screwed into place. The wires coming up from the cable will be wedged between the side of the box and the edge of the perf board, acting as a strain relief. Be sure that the single switch wire is also pooching up through one of the holes in the perf board.

Take your #1 colored wire and connect it to the #1 pin of the stand-off. Continue in this fashion, connecting the proper # wire with the proper pin of the stand-off. The #4 position is skipped as that is the pin that will be connected to the switch wire.

Because the stand-off pins come perilously close to the top of the box, prophylactic (Rhett's word not mine) measures had to be taken. Electrical tape covering the bottom of the project box's lid serves well to prevent the possibility of shorting out the pins. Rhett was assigned this task to further keep him occupied while the important soldering was taking place.

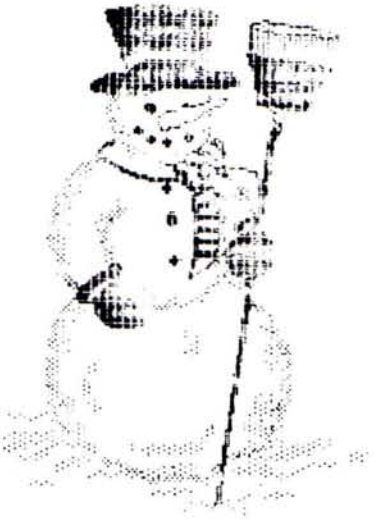
All of the wires being connected, the top can be screwed onto the box and the project is completed. All that remains to be done is to plug the box into the computer, the monitors and check it. Having the computer in the shop wordprocessing like crazy while the project was progressing, we had a ready source of a test rig. You are probably not going to believe this, but the box that we had just constructed WORKED THE FIRST TIME.

Excuse me, I have to go to the bathroom now as I drank too much coffee while we were working.

(STANDARD DISCLAIMER: We take no responsibility for damage resulting from this project. If you are careful and do a good job in soldering and keeping the wires correctly segregated then this switch box will work.)

TIME TO COMPLETION: 4-5 HOURS
(if people help 5-6 hours!)

ED CULBERTSON
RHETT BRYSON
TOM ROBERTSON



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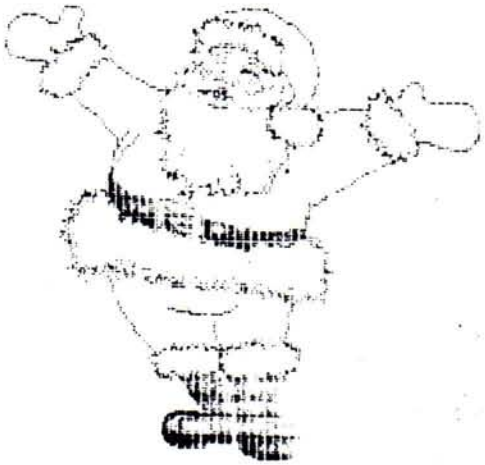
ANNOUNCING THE GrACE CHRISTMAS PARTY



THE PARTY WILL INCLUDE:

* A FLEA MARKET
* VENDORS
  - CONCURRENT TECHNOLOGY
  - COMPUTER WORLD OF UNION
* BOTH 8-BIT AND ST SYSTEMS SHOWING THE LATEST IN SOFTWARE

FLEA MARKET

As Don mentioned in his article the feature at this months meeting will be a flea market. The flea market rules are fairly simple.

1. Mark all items with your name and the price.
2. If the item does not work please indicate that fact on the item.
3. When you come to the meeting give the items to Ed Culbertson or Ken Richardson.
4. All software must be original. Software that has the documentation has a better chance of selling.
5. The club gets 10% of the sale price.
6. Let Don Shockley know several days before the meeting if you want to demonstrate something that you are selling.
7. Items not sold will be returned at the end of the night.
8. Cash is preferred but checks will be accepted.

So, if you have something that you just don't need anymore bring it to the meeting and maybe you can make a few bucks.

Ken Richardson

COMPUTER TRIVIA QUESTIONS

1. What was the first, large-scale, automatic computer that marked the beginning of the modern computer era?
   a. MIT MIPS
   b. MSX
   c. IBM 360
   d. AMDAHL
   e. ENIAC
   f. MARK I

2. What seventeenth century, French Scientist invented the mechanical calculator?
   a. Pascal
   b. Robespierre
   c. Fortran
   d. Babbage
   e. Galileo

3. The invention of what two devices formed the basis for the electronic calculator revolution?

4. What society was formed to advance the theory and practice of computer and information processing technology?

5. What company introduced the first programmable calculator in 1974?
   a. IBM
   b. AT&T
   c. Bomar
   d. Delphax
   e. Hewlett-Packard
   f. Sharp
   g. Casio

6. What popular term was invented by IBM in 1964, as a way to market a new typewriter which could record words on magnetic tape?
   a. Copy This
   b. MIS
   c. Word Processing
   d. Data Processing
   e. Information Processing

GrACE NEWS

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